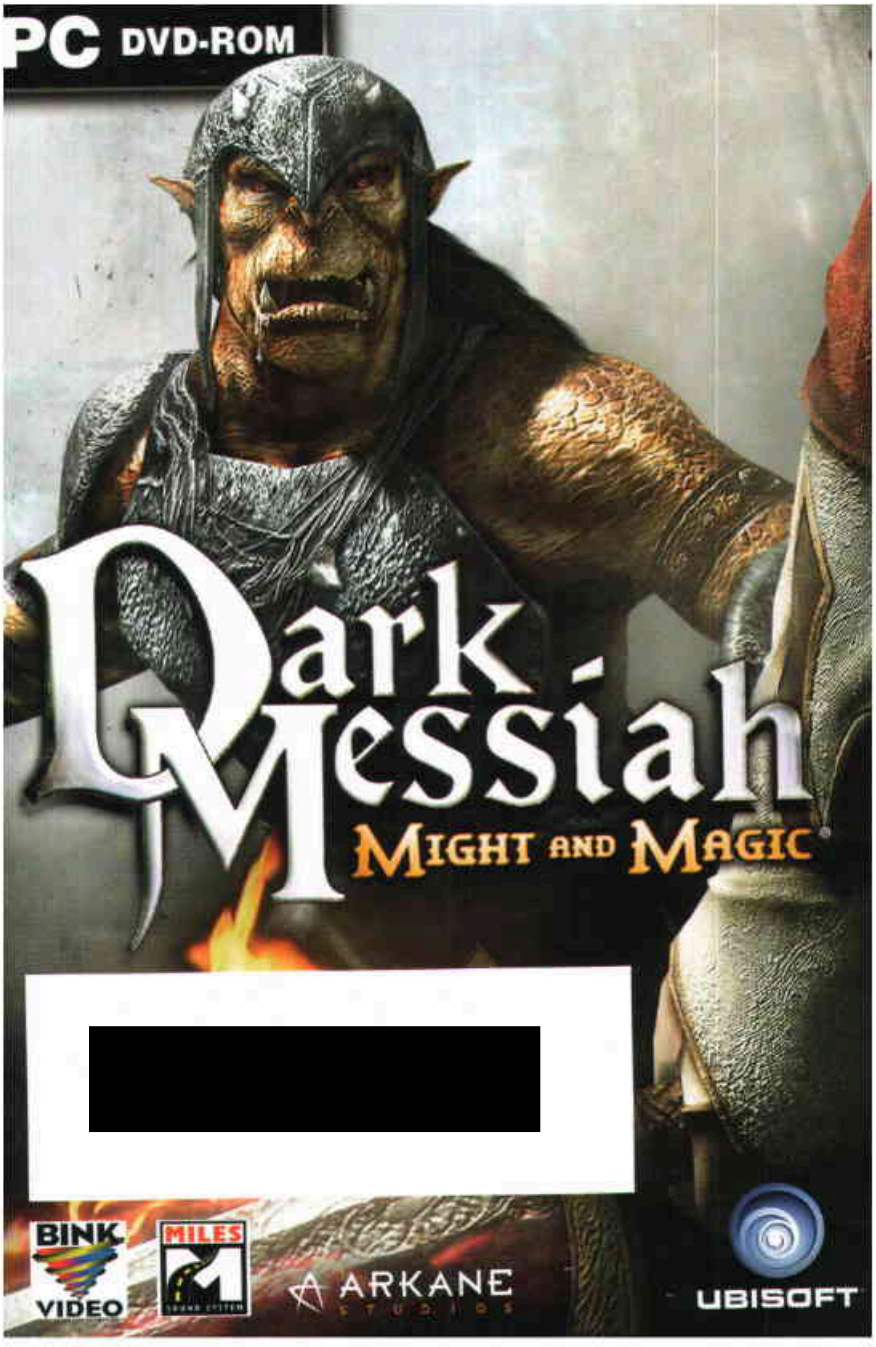
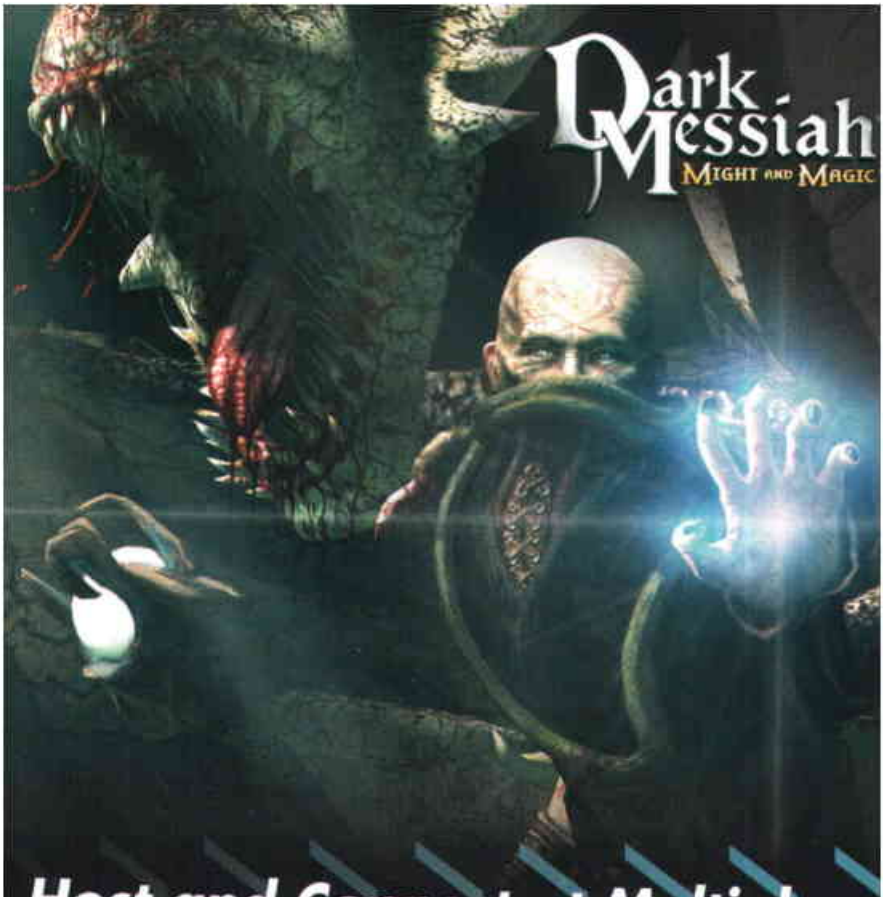

PC DVD-ROM
Dark Messiah
MIGHT AND MAGIC
BINK VIDEO
MILES SOUND SYSTEM
ARKANE STUDIOS
UBISOFT



Host and Connect at Multiplay

UBISOFT

Host your own dedicated Multiplay **Dark Messiah** servers and connect using Multiplay's ADSL service which makes the connection to the servers even faster and better

visit **www.multiplay.co.uk**

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MULTIPLAYUK

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WARNING: READ BEFORE PLAYING

A very small percentage of individuals may experience epileptic fits when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a computer screen, or while playing video games, may induce an epileptic fit in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior fits or epilepsy.

If you, or anyone in your family, have an epileptic condition, consult your doctor prior to playing.

If you experience any of the following symptoms while playing a video or computer game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your doctor before resuming play.

GETTING STARTED

System Requirements

Supported OS: Windows® XP
Processor: AMD Athlon™, Pentium® 2.6 GHz (3 GHz recommended)
RAM: 512 MB (1 GB recommended)
Video Card: 128 MB DirectX® 9-compatible video card
Sound Card: DirectX 9 compatible sound card
DirectX Version: DirectX 9 or higher
Hard Drive Space: 7 GB free
Peripherals Supported: Windows-compatible mouse and keyboard
Multiplayer: Broadband Internet connexion with 64 Kbps upstream or faster. Installation of Steam® software required for multiplayer

***Supported Video Cards at Time of Release**
NVIDIA® GeForce™ FX/6/7 families (excluding GeForce 4 MX)
ATI® Radeon™ 9/X families

Laptop versions of these cards are not fully supported. For an up-to-date list of supported chipsets, please visit the FAQ for this game on our support website at: http://support.ubi.com, or consult the Readme file on the game disc.

NVIDIA® nForce™ or other motherboards/soundcards containing the Dolby® Digital Interactive Content Encoder required for DolbyDigital audio.

Additional chipsets may work but are not supported. For an up-to-date list of tested chipsets, video cards, and operating systems, please visit the FAQ for this game on our support website at: http://support.ubi.com.

NOTICE: This game contains technology intended to prevent copying that may conflict with some disc and virtual drives.

Installation

Insert the game disc into your DVD/CD Drive. If you have enabled the Autorun option, the game installation will start automatically. Otherwise, double-click on the CD/DVD-ROM icon in the My Computer menu. Find Autorun.exe in the list of files and folders and double-click on it to start the installation process. Select "Install" to run the installation and follow the installation wizard guide to successfully install the game on your computer.
During the process, you will be asked if you want to install Steam®. This software is required if you intend to play online. Just follow the instructions to create your account. Ignore it if you do not intend to play online or if you already have a Steam® account.
Once installation is finished, two shortcuts will be placed on your desktop to either play the Single Player Game or the Multiplayer Game.

MAIN MENU

Double-click on the desktop icon or click once on the icon in the Start menu to launch the game. Once the game has finished loading, the game menu appears to offer you the following options:

- **New Game:** Start a new single player game. Choose difficulty between **normal** and **hard**. In hard mode, enemies will be stronger, more resistant and more skilful at dodging your attacks.
- **Load game:** Load a single player game you have previously saved.
- **Multiplayer:** Access multiplayer game (see page 10 for more details)
- **Options:** Allows you to configure game, video, audio and control settings.
- **Quit:** Leaves the game and returns to desktop.

Options

The Option screen is split into five categories which you can access by clicking the tabs at the top of the screen.

Keyboard

This sub-panel enables you to re-affect the control panel of your keyboard.

Mouse

You can change the sensibility or reverse the vertical axis of the mouse in this panel to make it fit your own style.

Audio

The audio option sub-panel lets you:

- Select the global volume for the game,
- Select the volume for the music,
- Select hardware/software acceleration (depending on the type of hardware installed),
- Enable in-game text.

Video

The first time the game is launched, the program will determine what configuration is best adapted to your system. However, you can change this by selecting a general graphic quality (make sure your computer is able to support high quality settings).
For advanced users, you can click the "Advanced" button and customise your video settings in more detail.

Gameplay

You will be able to change some parameters of the game on this screen.

- **Bow Crosshair:** Activate or deactivate the crosshair during the game.
- **Head bobbing:** Activate to bring more realism by making the screen move slightly as you walk/run.
- **Always display item belt:** Deactivate this option not to show the item belt by default all along the game.

Backstory

Nearly a thousand years ago the Wars of Fire raged across the face of Ashan. Men, Elves, Dwarves, and their allies pitted themselves against the hordes of Demons. Great devastation was wrought, but in the end the allied forces were victorious. Their victory was largely due to the heroic sacrifice of the wizard known as Sar-Elam, the Seventh Dragon.

Using his almost god-like powers and supported by his fellow wizards, Sar-Elam cast the Demons out of the world into a limbo of eternal fire. From the essence of his spirit, Sar-Elam wove a prison to contain the Demons forever.

Something went wrong during Sar-Elam's ritual, however. The magic he summoned failed to create a complete prison; the tiniest of flaws remained in the otherwise impervious barrier, a weakness that allowed Demonic influence to seep into the world during times of a lunar eclipse. Angry but patient, the Demons lurked in their prison waiting... and planning.

All that remained of the Seventh Dragon was his skull. Now called the Skull of Shadows, it was spirited away by those loyal to the goddess Mother Asha, creator of the world and source of all magic. They hid it in an ancient temple on a deserted island, far from the machinations of Men, Elves, or Demons. There the Skull sits, awaiting the day when its powers might be needed again.

The Prophecy of the Dark Messiah

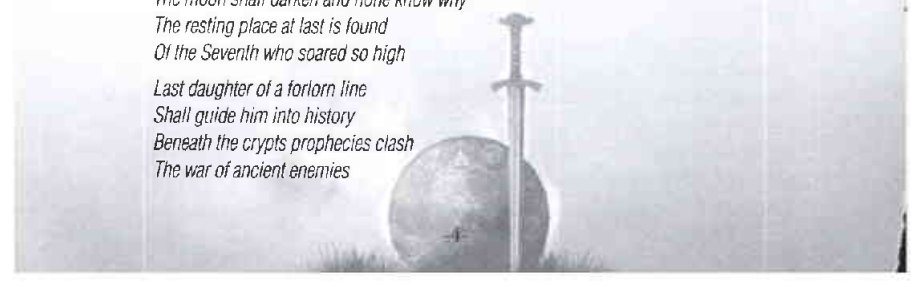
67 years after Sar-Elam's death, his disciple Sar-Shazzar prophesied that a half-demon, half-human child would one day be born; a walker between worlds who would be known as the "Dark Messiah" and would use the relics of the Seventh Dragon to shatter the Demons' prison forever.

Only three complete stanzas, fragments of the original prophecy, remain. They could be translated as follows:

Ten centuries shall the fortress stand
Walls of spirit wrapped in walls of fire
And horned lords shall bow their heads
To one not yet born, of the darkest sire

One century of blood and strife
The moon shall darken and none know why
The resting place at last is found
Of the Seventh who soared so high

Last daughter of a forlorn line
Shall guide him into history
Beneath the crypts prophecies clash
The war of ancient enemies



Game Synopsis

In Dark Messiah, you are Sareth, apprentice to Phenrig, a powerful wizard. Phenrig, your foster father, has raised you from birth for a single purpose, training you in the arts of magic and war.

At the beginning of the game you are sent to the free city of Stonehelm, home to the mage Menelag, a friend of your master to help him retrieve the long lost Skull of Shadows.

Characters

Sareth (You)

A young man, student of the mage Phenrig. Trained in the martial arts and the ways of magic by his mentor, Sareth is prepared to leave the only home he has known and venture out into the world of Ashan.

Menelag

The wizard Menelag, ruler of the free city of Stonehelm, led a 10-year expedition to locate his healthtime obsession: the Skull of Shadows. He finally discovered it on a savage island, buried within a ruined temple.

Phenrig

Phenrig is Sareth's tutor and mentor. He has raised the orphan boy since his childhood. Sareth owes all he knows of weapons and magic to his master's severe but patient tutelage.

Xana

A guardian entity who has been magically fused to Sareth's spirit by Phenrig in order to guide and protect him.

Leanna

Leanna is a young wizard of Stonehelm, niece to Menelag and part of the expedition to find the Skull of Shadows. She wishes to retrieve the Skull and use it to defend her city, and she becomes Sareth's companion on their search for it.

The Dark Messiah

Son of the Demon Sovereign, he is prophesied to be the one who will unlock the gate to the demon's prison and allow their legions to rampage across Ashan.

Kha Beleth, The Demon Sovereign

Father of the Dark Messiah and ruler of the infernal legions, he waits impatiently for the day when his son will tear down the prison that confines him and his followers in the empty spaces between the worlds.

PLAYING THE GAME

In-game Interface

1. **Health bar:** Remaining Hit Points.
2. **Adrenaline bar:** Fill this bar by striking your enemies to release a powerful finishing move.
3. **Weapon:** Your current equipped weapon.
4. **Mana bar:** Remaining Mana (Magic power).
5. **Magic:** Selected spell.
6. **Stealth bar:** Show how visible you are to your enemies.
7. **Equipped weapon.**
8. **Crosshair:** Where you aim at.

Basic Control

Keyboard

Mouse

Left Click: Attack / Cast spell.
Right Click: Hold to parry (When equipped with a bow, you cannot parry).
Mouse wheel: Display and select belt items.

Advanced Controls

- **Power strike:** Hold the left click to adopt an offensive stance. Releasing the button will make Sareth deliver a powerful blow.
  You have 5 different attacks depending on the direction button you hold when charging your strike. Here are the five different combinations:

Left Click

Left Click + [W]

Left Click + [A]

Left Click + [S]

Left Click + [D]

- **Fatality:** When your adrenaline bar is full, deliver a Power Strike to make a finishing move that will slay your enemy. Note: the move will differ depending on what you are aiming at. I.e.: aim at the head to behead your enemy.
- **Enhanced magic:** When your adrenaline bar is full, spells will have their effects highly increased. For example with Telekinesis, you will be able to grab and throw your enemies.
- **Counter:** Parrying right before an enemy strike will destabilize him and create an opening to counter-attack.
- **Interaction with environment:** you will often be able to fight many adversaries at the same time. In this situation, use the environment to take advantage over them. Destroy wood pillars to drop boxes and barrels, kick your enemies when they are near spiked walls to impale him, set fire to oil filled jars or barrels to burn them. Possibilities are numerous so feel free to experiment with different actions.

Character Window (default setting)

During the game, you will be able to gain many various items ([E] key) and new abilities to help you during your quest.
By pressing [→|] you can access your inventory and the skill tree.

❶ **Item board:** Double click on a consumable item to use it.

Drag and drop an item (weapon or consumable item) or a Spell Skill Icon on the belt to link it to a specific key. Drag and drop an item out of the inventory to the "world" screen to get rid of it.
Please see page 9 to learn more about items.

❷ **Item belt:** Items set up on the belt are quickly accessible thanks to the keyboard shortcuts or the mouse wheel.

❸ **Status:** Display your maximum Health, Mana, your damage and your armour class.
Damage is the amount of damage you deal to your enemies.
Armour class is the level of your armour. The higher it is, the less damage you take.

❹ **Skill tree:** The Skill tree relative to the skill class you have selected is displayed here. This is where you can spend your skill points and gain new abilities.
See the Progress through the adventure section page 8 for more details about skills.

❺ **Skill type:** Click on an icon to display the corresponding skill tree. *See page 13 for more details about skills.*

❻ **Equipped weapons and accessories**

❼ **Information window:** Displays information on the selected items.

PROGRESS THROUGH THE ADVENTURE

To survive along your journey you will have to gain new skills and spells. To acquire them you will have to earn Skill points.

Earning Skill Points

The number of skill points you earn does not depend on the number of enemies you defeat. Skill Points are granted after you complete a mission objective. There are numerous various types of mission to perform and some of them are secret. It is up to you to find the right pathway to get maximum skill points.

Acquiring new abilities

By accessing the Skill Tree (⇥ key), you can buy new skills.

Select the skill you want to purchase on the skill tree ❶.
A window will appear where you can read a short description of the skill and its cost.
Double click on the skill icon to purchase the skill.

Skills are divided into three categories: Weapon, Spells and Miscellaneous abilities ❷.

Combat Skills: Relates to weapon mastery. Use these skills to improve your expertise with close combat or long range weapons to deal more damage to your enemies. Note that some weapons require a certain level in a specific skill to be handled.

Spells: You can learn a variety of useful spells all along your journey that will make you able to regenerate, get stronger or get rid of a group of foes in the blink of an eye.

Misc. Skills: Increase or gain new moves such as walking silently, disarming traps or increasing your maximum Health & Mana.

Items

You will find many different items to help you progress during your journey. They can be categorised as follows:

Weapons: Divided into four classes.

- **Swords:** Powerful, very effective in melee combat
- **Daggers:** Perfect for sneaking behind an enemy and dealing deadly blows
- **Staves:** Not as deadly as swords and daggers but effective against large group of enemies as they can more easily stun and knocked down enemies.
- **Bows:** Practical for inflicting damage from a distance.

Shields: improve your ability to block enemy attacks and allow you to bash them.

Armours: improve your overall defense to absorb the damage you receive.

Accessories: Items with magical properties.

Consumables: Use these to recover your health or your Mana. I.e.: health potion, Mana potion, food, etc.

Keys: You must find these items to progress throughout your adventure. Keys open doors but don't forget they can take many various forms...

MULTIPLAYER

Dark Messiah of Might & Magic features four game modes that can be played either in LAN or on the Internet through Steam®. Click the Multiplayer button in the main menu to access multiplayer features.

Joining a Game

From the multiplayer main menu, select "find servers". Browse through available servers on the Internet or on LANs, pick a server and click on "connect" to enter.

Creating a Game

From the multiplayer main menu, select "create server". On the server configuration window, select the game mode you want to play and define the settings you want to use.

Creating a Steam account

When installing Dark Messiah, you will be asked to create a Steam account. If you intend to play online, click yes if you do not have a Steam account, click no if you do.

Multiplayer Modes

In Dark Messiah, you do not get new weapons. Instead, you gain experience points to buy new skills each time you capture a flag or kill an enemy for instance.

Deathmatch: A melee game with the objective of minimising your deaths while maximising your opponent's within a certain time.

Team Deathmatch: A team melee game with the objective of minimising your team's deaths while maximising your opponent's.

Capture The Flag: Capture the opponent team's flag as many times as possible within the time limit. Once you capture the enemy team's flag, bring it to your home base and touch

the flagpole to score. Your side's flag must be on the flagpole. If the flag is dropped en route, it can be picked up by another team member by running over it. If an enemy touches their dropped flag it will go back to its initial position.

Coliseum: Enter the arena and test your skills against individual opponents in front of an audience of other players. Gain levels by defeating opponents to qualify for ever more intense battles. When you're not playing, you watch the action and can cheer or boo the combatants. Make sure you put on a good show when it's your turn to fight!

Crusade: A single unified game mode in which two teams must battle to achieve various objectives on a map, with victory progressing that team to the next map. The game consists of 5 maps split between HUMAN and UNDEAD, with each faction's stronghold being the target at both ends. Ultimate victory in the campaign is brought about by destroying the opponent's stronghold.

Play begins in the middle map and the teams fight it out to see who can hold the balance of power within that level at various points on that map. By holding control points, a team will reduce others' respawn tickets to zero. Holding more points will reduce the enemies' tickets faster.

Winning a map will move play to the next closest map to enemy stronghold.

The central map of the 5 will be almost entirely symmetrical in terms of gameplay (although the graphics will be varied). Each team's Stronghold map will be entirely asymmetrical, with a strong attack-defend mechanism. The 'medium' maps 2 and 4 will have an offensive / defensive skew, but less extreme than the endcap maps. They will also be slightly larger and more 'skirmishy'.

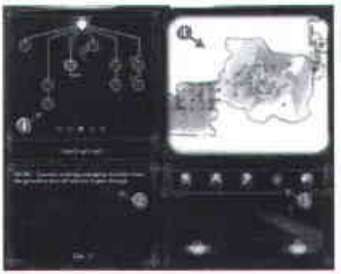
Note that the in Crusade mode, you keep the experience you gained to the next battle.

Controls

In Multiplayer Mode, controls are slightly different than in single player.

Skill Menu (⇥ button)

By pressing ⇥ you access the skill menu.



❶ **Skill tree:** Spend the experience you have acquired on the skill tree. The flashing skills are skills you can buy. Simply click on them to buy (or unbuy) them.

There are two types of skills:

- **Passive skills:** Boost your profile automatically. They do not need to be triggered.
- **Active skills:** Grant you new moves. Skills are linked to the numerical keys of the keyboard.

❷ **Information window:** Information regarding the skill, the class or the map

❸ **Class selection:** You can change at any time during the game by accessing the skill menu and by clicking on the spawn icon.

❹ **Map overview:** You can see a map overview of where you are battling and select your respawn point.

Character classes

The Archer

High damage on a single target with upgradeable weapon

- **Speciality:** High damage on a single target

- **Key skills**
  - Zoom
  - Increased damage
  - Recharge rate

The Mage

Artillery support with awesome magical weaponry.

- **Speciality:** Area effect spells

- **Key skills**
  - Fire spells
  - Electricity spells
  - Magic Shield

The Priestess

Devious enemy or team support - you choose.

- **Speciality:** Cure/curse

- **Key skills**
  - Restore/Corrupt
  - Resurrect
  - Slow down and blind
  - Mark enemies

The Knight

One goal: get close, kill fast.

- **Speciality:** Melee
- **Key skills**
  - Running/shield attacks
  - Immunity to magic
  - Shield

The Assassin

Lethal. Silent. Sneaky

- **Speciality:** Stealth
- **Key skills**
  - Invisibility
  - Disguise
  - Backstab

ANNEXES: SKILLS AND SPELLS DESCRIPTION

Single Player Skills

Combat Skills		
	Melee Combat	Level 1 - Enables Flurry of Blows & Charge (Power Strike during Sprint). *Note: Charge stuns your enemy.*
		Level 2 - Enables Disarm & Use of Shields.
		Level 3 - Enables Flurry of Blows to sometimes break enemy parry, and Rotative Slash (Ctrl) + Power Strike + Adrenaline.
	Archery	Level 1 - Eagle Eye: Allows you to zoom (R) in when using the bow.
		Level 2 - Stable Aim: Allows you to target your enemy with more stability.
		Level 3 - Fast Reload: Allows you to reload more quickly.
	Strength	Level 1 - Increase damage.
		Level 2 - Deal even more damage.
		Level 3 - Maximum damage.
	Critical Hit	Level 1 - Raise chance to do double damage on each of your Power Strikes.
		Level 2 - Raise chance even more to do double damage.
	Adrenaline	Allows you to stock more Adrenaline and perform two fatalities in a row.

Spells		
	Dark Vision	Allows you to see in the dark.
	Fire Trap	Set a magical trap that your enemy can't see. Explodes when enemy is near. Inflicts fire damage.
	Flame Arrow	Cast a magic fire projectile. Cast & Hold to guide the projectile. Deals Fire Damage. Adrenaline Effect: Cast multiple projectiles at the same time.
	Freeze	Throw a non-lethal Ice Projectile that freezes an enemy for a couple of seconds. Creates a slippery zone if it hits the ground. Adrenaline Effect: Permanently Freeze a creature.
	Fireball	Create a big fire projectile that will explode on contact, hitting multiple enemies. Cast & Hold to guide the projectile. Deals Fire & Area Damage. Adrenaline effect: destroy your opponent.
	Lightning Bolt	Create a lightning projectile that will electrocute enemies and bounce off walls. Deal Electrical Damage. Cast on water to electrify enemies standing on watery surfaces. Adrenaline effect: Chain Lightning.
	Inferno	Throw flames in front of you and set enemies on fire. Deals Fire Damage over Time. Adrenaline Effect: Deals even more damage.
	Heal	Heal your wounds and Regenerate your Health.
	Charm	Charm a hostile creature and get it to fight alongside you for a limited time.
	Telekinesis	Grab and use objects from a distance. The more Mana you have, the heavier the objects you can lift. Adrenaline effect: allows you to grab living creature and massive objects.

	Sanctuary	Create a magic shield protecting you from any physical or magical attacks for a couple of seconds.
	Weaken	Weaken an enemy for a couple of seconds. Adrenaline effect: permanently shrink your enemy.

Misc Skills		
	Stamina	This skill allows you to sprint further, remain underwater longer deal more kicks.
	Magic Affinity	Level 1 - Max Mana increased to 40.
		Level 2 -Max Mana increased to 70.
		Level 3 - Max Mana increased to 100.
	Alertness	Automatically detect secret objects when you're not walking.
	Endurance	Increase your capacity to resist wounds.
		Level 1 - Raise max Health to 60.
		Level 2 - Raise max Health to 80.
		Level 3 - Raise Health at the maximum of 100.
	Vitality	Allows your rate of Health regeneration.
	Mana Regeneration	Increases your rate of Mana regeneration.

	Stealth	Level 1 - Decreases the sound of your footsteps.
		Level 2 - Allows you to use your daggers to Backstab an enemy who has not spotted you yet. To do so, perform a Power Strike on him from behind.
		Level 3 - Allows you to hide in shadows and become almost invisible. You can also pickpocket your enemies (Steal Keys carried by enemies who have not spotted you yet).
	Burglar	This knowledge allows you to pick locked doors and detect traps. (Target a door lock and use your tools on it to pick the lock).
	Poison Resistance	Makes you more resistant to poison effects.

Multiplayer Skills

Archer		
	Burning Arrow	A flaming arrowhead does increased damage and sets targets alight.
	Composite Bow	Level 1 - Increases your bow's drawing capacity, boosting range and damage.
		Level 2 - A tighter bowstring delivers even more power to the projectile.
		Level 3 - Strengthened battens bonded to your bow boost the flexibility and power delivery, increasing range and damage.
		Level 4 - Re-engineering your bow with a magical composite material creates the most powerful archery device available.
	Double Arrow	Draw, notch and fire two arrows simultaneously. The increased hit chance is counterbalanced by the reduced range and accuracy.
	Triple Arrow	Fire three arrows simultaneously. This is slow and inaccurate, but lethal at close range.

	Drill Arrow	The spiraling steel tip of this unstoppable arrow drills straight through armour and flesh, doing increased damage.
	Eagle Eye	Level 1 - Increase your targeting ability with a closer view of your enemies.
		Level 2 - Aim at the smallest, most distant target with ease.
	Fast Reload	Level 1 - A coating of goose grease makes your arrows slide from the quiver at a much increased rate.
		Level 2 - A spring-loaded quiver makes arrows leap into your hand ready for firing.
	Flare Arrow	Attaches a bright flare to the tip, useful for range finding and marking areas. No extra damage.
	Poison Arrow	Level 1 - Target struck by this venomous missile will be disoriented.
		Level 2 - A double dose of toxin causes hallucinations and increased duration.
	Bramble Arrow	An evil barbed head on this arrow causes extreme wracking pain and slows movement. Target struck by this venomous missile will be slowed.

Assassin		
	Arterial Strike	Deliver an attack that just won't stop bleeding, with your mastery of the art of 'twisty blade in the wound fu'.
	Cloak	Level 1 - Allows you to become invisible.
		Level 2 - Increase the duration of your Cloak effect.
		Level 3 - Further boost your Cloak duration with the aid of your improved mental focus.
		Level 4 - Max out the duration of your Cloak thanks to rigorous training and the wisdom of experience.
	Disguise	Level 1 - Appear as if you're on the other team with a splash of makeup and a funny voice. (note - your name stays the same).
		Level 2 - Increased duration.

	Poison Orbs	Lay proximity fused explosive traps.
	Feign Death	A thespian night class enables you to pull off a moderately convincing death scene and then lie doggo.
	Poison Dagger	Level 1 - Your dagger scabbard is lined with velvet soaked in oily poison. Every blow delivers a disorientating dose of toxin.
		Level 2 - Your dagger's poison has been concentrated into a sticky tar-like goo, with added amphibian neurotoxin. Targets now hallucinate.
	Stalk	Level 1 - Soft-Soled boots muffle your footsteps.
		Level 2 - Carefully placed silk pads and moss pouches reduce noise made on contact.
		Level 3 - Hypnotherapy has convinced you of your feline status. Every movement is counterbalanced. You make almost no noise.
	Second Breath	Level 1 - Boost your Stamina bar.
		Level 2 - Extensive training has considerably increased your stamina.
		Level 3 - Extensive hyperbaric ergometer exercise has boosted your haemoglobin levels through the roof. Your stamina is unparalleled.
	Triggered Poison Orbs	Lay traps, then blow them up at a time of your choosing. Use Alternate Attack to enter 'detonate' mode.

Mage	You can choose to focus your art of mastering magic in one of the two forms of offensive spells, Fire and Lightning, to make them more effective.
	Magic Affinity	MORE MANA - Increase your reserves of magical strength.
	Quicker Regen	Recover magical energy faster.

	Chain Lightning	Charge and aim carefully. This bolt doesn't stop with just one target.
	Eldritch Arrow	Loose a sequence of magic missiles.
	Fire Orbs	Level 1 - Grenade-style explosives. If on the ground, they explode. If on a person, they kill.
		Level 2 - Allows you to cast another Fire Orb.
		Level 3 - Allows you to cast a third Fire Orb.
	Fireball	A guided ball of explosive flame.
	Fireblast	A guided ball of tightly compressed flames which spill out when it ruptures, igniting all targets. The 'crowd pleaser'.
	Flame Arrow	Loose a sequence of fiery missiles. Note - Hold down fire to guide flying missile(s) to a specific target.
	Lightning Bolt	Charge carefully, then release for an instantaneous damaging bolt of lightning. NOTE - Do not overcharge!
	Lightning Shock	Level 1 - Fire small moving bolts of electricity.
		Level 2 - Hold down fire for more potent bolts.
		Level 3 - Hold down fire for big bouncy bolts.
	Lightning Sphere	Summon a slow-travelling electrical inferno which will zap anything near to it. Watch out for team kills!
	Magic Shield	Project a force shield which protects from magical effects, or hold right click button to cast it upon yourself! NOTE - do not try to cast spells inside the shield!

	Fire Mastery (Pyromancer)	Focus - You gain a large Fire bonus at the cost of most of your Lightning skills.
	Fire Affinity	Focus - You gain a bonus when using Fire, but cannot use Lightning as well as before.
	Elemental Balance	Focus - Your skills are unchanged.
	Lightning Affinity	Focus - You are skilled at using Lightning but don't understand Fire that well.
	Lightning Mastery (Stormcaller)	Focus - You are adept and devastating with Lightning, but your Fire abilities have suffered.

Priestess	Like the Mage, you can choose to focus on healing your friends or on cursing your foes in order to make your spells more effective.	
	Blindness	Level 1 - Disrupt a single target's vision (especially good against archers).
		Level 2 - Increased duration of Blind effects.
		Level 3 - Destroy someone's eyesight for a limited time, without resorting to shocking internet pictures.
	Brambles	Level 1 - Summon writhing entangling brambles from the ground to slow all who try to pass through.
		Level 2 - Allows you to cast an extra Brambles spell.
	Restore / Corrupt	Restore - regenerate Hit Points (channelled) on allies.
		Corrupt - channelled damage on enemies.

	Restoration Sphere / Corruption Sphere	Restoration Sphere - Create a bubble of pure healing energy for your team to enjoy.
		Corruption Sphere - hurt any wandering enemy.
	Mass Restoration	Boost your friends' health by means of this moderately sacrificial ritual.
	Resurrection	Bring a friend back to health by casting this spell on their soul before it disappears. NOTE - if you die, so does your resurrectee. Cast this on enemy souls to eat them and gain XP.
	Mass Resurrection	Bring all your friends back to health with this soul-of-the-party ability. Be careful though - you die, they all die!
	Poison Cloud	Level 1 - Create a foul and stinking cloud of toxic gas.
		Level 2 - Improve the range and duration of the Toxic Cloud.
		Level 3 - Boost the potency and duration of the toxic effects, causing targets to hallucinate. Looks like the newt testing paid off!
	Soulmark	Highlight someone to mark them out to your teammates, who gain bonuses for dealing with them (especially good against assassins).
	Stone Skin	Protect and reduce damage with this easy to apply and quick hardening all-over mudpack.
	Restoration Mastery (Preserver)	You gain a large Cure bonus at the cost of reducing Curse ability.
	Restoration Affinity	You gain a bonus to Cure at the cost of reducing your Curse ability.
	Spiritual Balance	Your abilities are unchanged.

	Corruption Affinity	You gain a bonus to Curse, but cannot Cure as well as before.
	Corruption Mastery (Putrifier)	You gain a large Curse boost by sacrificing most of your Curing abilities.

Warrior		
	Battle Cry	All nearby friends get a temporary health boost thanks to your rousing battle cry.
	Charge	Hold your shield in defence posture, then hold Attack to deliver a running bashing shield charge.
	Strength	All blows do increased damage.
	Combat Ready	Enter combat stances faster by having your armourer whittle excess weight from your blade. Yes, you pay more for less metal!
	Last Stand	Boost your health for a limited time by channelling battle fury. WARNING - once your adrenaline runs out, you're going to crash.
	Leaping Attack	Using a full stamina bar, charge at an enemy for a second or so, then press attack to deliver a swift and damaging leaping move.

	Magic Resistance	Level 1 - An ability to resist all magical effects – both enemy damage and your own team's bonuses. Note that this is entirely personal and provides no assistance to any other character.
		Level 2 - Your armour channels a percentage of all magic straight to ground.
		Level 3 - Your armour is now a medium-strength anti-magic cage.
	Reinforced Armour	Level 1 - Upgrade your armour to reduce the impact of physical damage.
		Level 2 - Your armour now provides even more protection. That's why it costs more.
		Level 3 - Your armour now has maximum reinforcement. It's very safe!
	Safeguard	Project a force shield which can protect your allies. Crouch and shield to activate.
	Second Breath	Level 1 - Boost your Stamina bar.
		Level 2 - Pilates and circuit training have made you one tough hombre.
		Level 3 - Extensive hyperbaric ergo meter exercise has boosted your haemoglobin levels through the roof. Your stamina is unparalleled.

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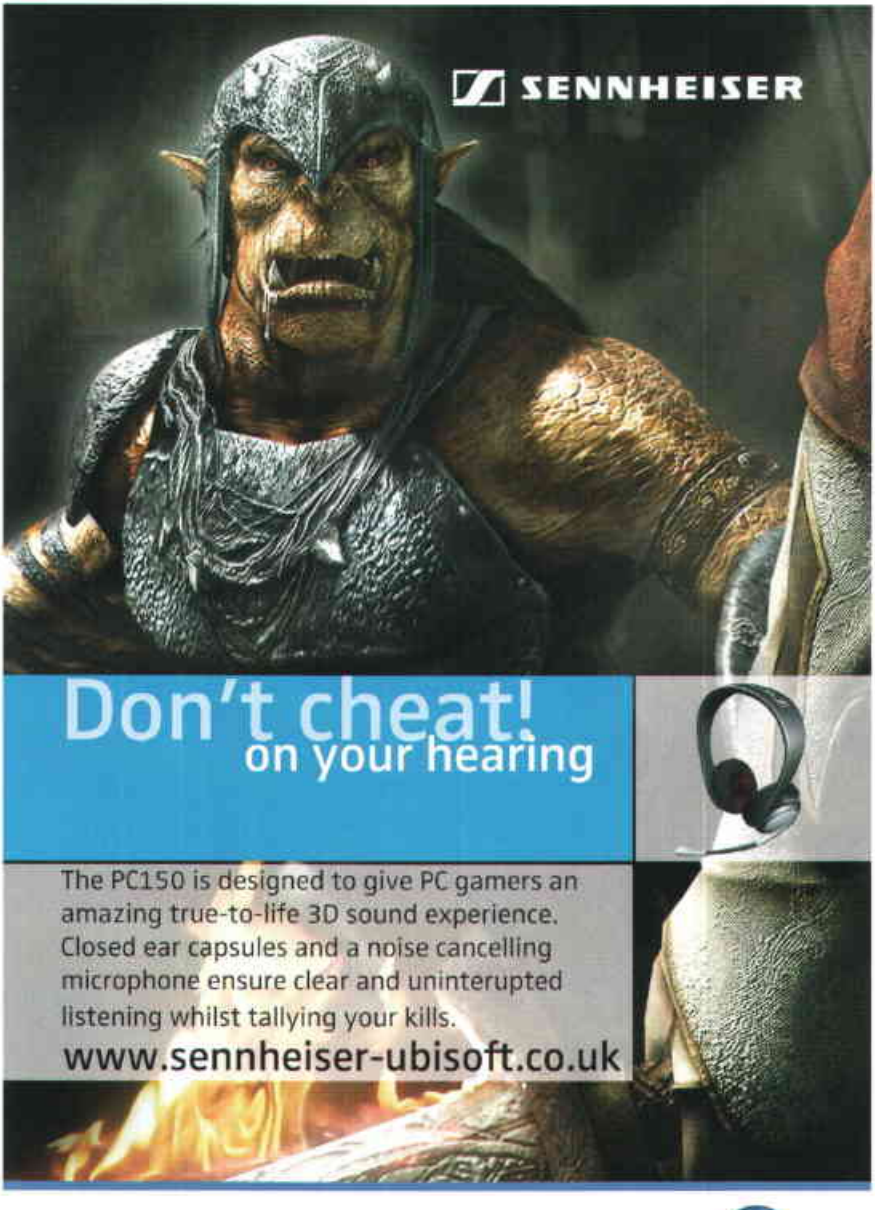
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